

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

1. (currently amended) A game apparatus comprising ~~a connection unit, a storage unit, a reception unit, a generation unit, and a sending unit, wherein:~~

~~said~~ a connection unit that is ~~can be~~ communicably connected to a [""] controller which has a lever that ~~can be moved~~ is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever [""];

~~said~~ a storage unit that pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

~~said~~ a reception unit that receives status information from said controller via said connection unit;

~~said~~ a generation unit that acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information; and

~~said~~ a sending unit that sends the instruction information generated by said generation unit to said controller via said connection unit,

and wherein, the generation unit designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information randomly.

2. (canceled)

3. (currently amended) The game apparatus according to claim 1, wherein said storage unit further pre-stores driving force information specifying a driving force, in association

with a game status and a position of a lever, said game apparatus further comprising a calculation unit and a display unit, wherein:

~~said storage unit further pre-stores driving force information specifying a driving force, in association with a game status and a position of a lever;~~

said a calculation unit calculates acceleration of an object moving in a virtual  
simulative world, based on a driving force specified by the driving force information pre-stored  
in association with a current game status and the position of the lever specified by the received  
status information; and wherein,

~~said a display unit moves the object in the virtual~~ simulative world at the  
calculated acceleration, and displays the object on a screen at a position reached by moving.

4. (original) The game apparatus according to claim 3, wherein:

said display unit displays on the screen, the virtual world as viewed from the  
position of the moved object.

5. (currently amended) The game apparatus according to claim 2 ~~further~~  
~~comprising an audio unit, wherein~~ said storage unit further pre-stores audio information in  
association with a game status and a position of a lever, said game apparatus further comprising:

~~said storage unit further pre-stores audio information in association with a game~~  
~~status and a position of a lever; and~~

~~said an~~ audio unit reproduces the audio information pre-stored in association with  
a current game status and the position of the lever specified by the received status information.

6. (currently amended) A game method comprising a receiving step, a generating  
step, and a sending step, and being intended for communications with a ["] controller which has  
a lever that ~~[can be moved]~~ is guided along a predetermined route, and which sends status  
information specifying a current position of the lever and receives instruction information  
specifying a repulsive force to be applied to the lever ["], wherein:

in said receiving step, status information is received from said controller;

in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and

in said sending step, the generated instruction information is sent to said controller,

and wherein, in said generating step, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information is designated randomly as the instruction information.

7. (canceled)

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a [""]controller which has a lever that ~~can be moved~~ is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever[""], to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit to receive status information from said controller via said connection unit;

said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit to send the generated instruction information to said controller via said connection unit,

and wherein, said generation unit designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information randomly.